1. Which of the following statements about Scrum are true? Select all that apply.   0.5 / 1 point

    ☑ Scrum is an acronym for the processes that make up the Agile methodology.

    ⊗ This should not be selected
       Scrum is not an acronym but a reference to a formation in rugby. In a scrum, all
       of the players join in with their heads down to gain possession of the ball. Then,
       they can get the ball across the line and score. Similarly, a Scrum team works
       together to get the *project* across the finish line.

    ☑ Scrum refers to a specific Agile framework that features teams working closely
       together to get the project across the finish line, like players in a rugby match.

    ⊘ Correct
       Scrum teams work closely together to get the project across the finish line. This
       is similar to the scrum formation in rugby.

    ☑ Scrum gets its name from a formation in rugby where all of the players lean
       forward, lock their heads together, and get possession of the ball so they can gain
       precious yards and score.

    ⊘ Correct
       Scrum refers to a formation in rugby where all of the players work together with
       their heads down to gain possession of the ball. Then, they can get the ball
       across the line and score. In a similar way, Scrum teams work together to get the
       project across the finish line.

    ☑ Scrum refers to a football team's protective equipment.

    ⊗ This should not be selected
       Scrum refers to a formation in rugby, not football. In a scrum, all of the players
       work together with their heads down to gain possession of the ball. Then, they
       can get the ball across the line and score. In a similar way, Scrum teams work
       together to get the *project* across the finish line.

2. What are some takeaways from the Spotify example? Select all that apply.   0.75 / 1 point

    ☑ Adapt based on your team's goals.

    ⊘ Correct
       The Spotify example demonstrates that you should adapt based on your team's
       goals. It may take time to find the perfect balance of collaboration and
       ownership. This example also highlights that you need to embrace trial and error
       and never stop improving.

    ☑ Don't be afraid of trial and error.

    ⊘ Correct

The Spotify example demonstrates that you shouldn't be afraid of trial and error. You can always try something and make adjustments, if necessary. It also highlights that you need to adapt to team goals and never stop improving.

☑ Never stop improving.

⊘ Correct
The Spotify example demonstrates that you should never stop trying to improve. There are always changes you can put into place to make things better. It also highlights that you need to adapt to team goals and embrace trial and error.

☑ Copy others' models exactly.

⊗ This should not be selected
Feel free to consider and emulate others' models, but don't copy them exactly, as your team is likely different. Instead, you should embrace trial and error, adapt to team goals, and never stop improving.

3. What are the roles within a Scrum Team? Select all that apply.   0.75 / 1 point

☑ Development Team

⊘ Correct
The members of the Development Team are essential to the Scrum methodology. In a Scrum Team, the members of the Development Team are responsible for how the team will deliver the product. The other two core Scrum roles are the Scrum Master and the Product Owner.

☑ Project Manager

⊗ This should not be selected
The Scrum Team includes a Scrum Master, a Product Owner, and a Development Team. The Project Manager often plays the role of Scrum Master, but it's not formally a role in Scrum.

☑ Product Owner

⊘ Correct
One of the roles in a Scrum Team is the Product Owner. This role maximizes the value of the product and the work of the team. The other two core Scrum roles are the Scrum Master and the Development Team members.

☑ Scrum Master

⊘ Correct
One of the roles in a Scrum Team is the Scrum Master. This role ensures that the team lives Agile values and principles and follows the processes and practices that they agreed to. The other two core Scrum roles are the Product Owner and the Development Team members.

4. Which Agile methodology provides transparent visual feedback to everyone who might be interested in the status of work in progress?

○ **Kanban** (selected)
○ Lean
○ Extreme Programming (XP)
○ Scrum

✓ Correct
One reason that Kanban is so popular is that it provides transparent visual feedback about the status of work in progress. This Agile approach features Kanban boards, which display the progress of a project as "to do," "in progress," and "done."